COSTUME REFERENCE LIBRARY

Clone Trooper

Model **none**, Photo by **none**

Description: Clone Trooper
Prefix: TC
Detachment: Clone Trooper Detachment
Context: Episode III: Revenge of the Sith

Clone troopers were an army of identical, genetically-modified clones of Jango Fett, created to serve in the Grand Army of the Republic during the conflict that came to be known as the Clone Wars. Cloned and raised in the cities of Kamino, the clone troopers trained and drilled since birth, and came to be regarded as one of the most efficient military forces ever to have existed in galactic history. This was not only due to their training, but also to their unwavering loyalty to the Galactic Republic and its leader, Supreme Chancellor Palpatine.

Please note that this costume is also eligible for membership in The Rebel Legion.

The 501st approval requirements are listed in black.

In the page below, items listed in blue are recommended features that will improve the quality of the costume. Items listed in red are intended to further enhance the finished costume.

For 501st membership only the requirements in black need to be met.

IMPORTANT: Effective June 1 2012, the 501st will no longer be approving realistic interpretations of Clone Wars CG characters. The armor sculpt must match the character being recreated. See this thread at clonetroopers.net for the differences between the sculpts.

This Visual Guide has been reviewed by the detachment staff and the LMO team and is certified for use as a minimum approval guideline for GMLs. GMLs are free to approve this costume type.

Required Costume Components

The following costume components must be present and appear as described below for approval .

Helmet
For 501st approval:

- Episode 3 style Clone Helmet - Fanmade bucket. Some "name brand" helmets may be unacceptable.
- Helmet must be painted matte or satin white.
- Visor - Mirrored Chrome or Black Visor
- Mohawk on dome has raised edges on the outside edges of the top.
- Tube stripes on each side are dark blue in color. There are 9 stripes per side
- Frown is charcoal grey in color and has 7 teeth ? 1 in the middle and three on each side. Wire or plastic mesh is utilized inside the helmet to cover the open pieces of the frown.
- Primer grey stripe around back of dome.
- Bar above the visor wrapping around the sides is painted black.
- Vocoder (chip detail) is painted black.
- Aerators (cylinders on either side of the vocoder) are painted black, with the center round part painted silver.
- Ear bars are painted a dark grey. The raised edge around the ear cap is painted black.
- Rectangular ?grid? on back of helmet painted black.

For level two certification (if applicable):

- Helmet has the appearance of a neck ring.

For level three certification (if applicable):

- Helmet has an enclosed complete neck ring that seals the helmet to the neck.

Neck Seal
For 501st approval:

- Neck seal to be black in color with vertical ribbing or being smooth in appearance. No logos or labels are to be visible.
- If the seal is not incorporated as part of the undersuit, a balaclava or other similar covering is acceptable.

For level two certification (if applicable):

- Neck seal to be black in color with vertical ribbing.

For level three certification (if applicable):

Under Suit
For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.

For level two certification (if applicable):

For level three certification (if applicable):

Shoulder Bells
For 501st approval:

- Armor should be painted matte or satin white.
- Shoulders should be tear drop in shape with all rounded edges.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder bells should not be symmetrical. The Shoulder bells should slightly curve back at the bottom of the shoulder.

Upper Arm Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Should have a dimple on the lower area of the back of the arm. The outside must have a hard line edge at the front that turns in. The inside of the upper arm should be rounded.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

For level two certification (if applicable):

For level three certification (if applicable):

Elbow Armor
For 501st approval:

- Armor should be painted matte or satin white
- There are two elbows. On each elbow on the outside of the body near the connection point of the elbow strap there should be detail slots that look like an equal symbol on both elbow pieces.
- Both elbows have strapping. The straps should have a raised detail line at the top and bottom of the strap.

For level two certification (if applicable):

For level three certification (if applicable):

- Elbows should be mirror images of each other with a notched area on the outside of the elbow above the detail marks.

Forearm Armor
For 501st approval:

- Armor should be painted matte or satin white.

- Both left and right forearms should be mirror images of each other.
- Right forearm should have a compad that has 8 small buttons in 2 rows of 4,1 Large main button, and 1 slightly smaller rectangular button at the top closer to the elbow.
- Forearm tops should have a flattened triangular area that starts at the wrist and becomes a ridge that comes to a point at the top of the forearm.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

For level two certification (if applicable):

For level three certification (if applicable):

- Compad has detail antenna on its left.
- Instead of a hard edge the top of the forearm has a bone ridge.

Hand Plates
For 501st approval:

- Armor should be painted matte or satin white
- Hand plates are mirror images of each other.
- Hand plates have a top curving ridge that come to a point over the index or middle finger just past the main knuckle of the hand.

For level two certification (if applicable):

For level three certification (if applicable):

Gloves
For 501st approval:

- Black over the wrist gloves made of leather, nylon, or other low pile fabrics. Gloves must not show any labels or logos once the armor is on and cover any exposed skin.

For level two certification (if applicable):

For level three certification (if applicable):

Chest Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Two detail slots on the bottom right of the right breast.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the chest into the detail ridges of the top connection points.

Back Armor
For 501st approval:

- Armor should be painted matte or satin white.

- Rear tank has detailed area that contains 4 circles. Under the circles at the left side of the back there should be two parallel lines and the the right of the back there should a be a squared detail.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the Back into the detail ridges of the top connection points.
- Highly detailed resin insert should replace softer details.

Ab Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Four 1/4" diameter holes per side on indents of ab plate, eight holes total.
- Ab section should wrap around the wearers body and be sealed at the sides or at the back.
- Ab section should be completely contained under the chest and back armor.

For level two certification (if applicable):

For level three certification (if applicable):

- Ab section should be seamless at the sides and close in the back. A detail plate should cover the seam line and hide all work.

Cod and Posterior Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Cod and Posterior armor should connect at the hips.

For level two certification (if applicable):

For level three certification (if applicable):

- Hips should be connected via a snap with the correct detailed shape of the armor at the connection point.

Belt
For 501st approval:

- Armor should be painted matte or satin white.
- Ammo Belt with boxes and detonator.
- Detonator is centered on the back of belt.
- 8 boxes total, 4 on each side of abdomen and attached to the belt.

For level two certification (if applicable):

For level three certification (if applicable):

- Belt Boxes should be notched and fitted flush with the details of the belt.

- Left Rear belt box should have two square buttons in the top left corner and and equal symbol detail at the bottom right.
- Right Rear belt box should have a bar with two small cylinders centered with and equal symbol detail on the bottom left.
- From the rear two belt boxes the belt should have a ribbed detailed appearance.

Thigh Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Front of thigh armor should have a flat triangular area near the knee. From the top of the triangle a ridge line should go up the front of the thigh to the top.
- Bottom rear of the thigh should have an indentation.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

For level two certification (if applicable):

For level three certification (if applicable):

- Outside of lower portion of the thighs should come to a point and inner lower end should be rounded.

Knee Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Knees should wrap around the front of the leg. From top center a raised detail line should be present.
- Knees should be strapped to the leg via a white strap with a raised center area that wraps around the leg and connects on both sides of the Knee.

For level two certification (if applicable):

For level three certification (if applicable):

- Center strap should be primer gray.
- Connection between the knee and the strapping should have a detail clip.

Lower Leg Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Lower Legs are mirror images of each other. The front of the armor should have a triangular detail at the top of the leg and a hard ridge line down the front of the shin.
- Back of the lower legs should have an indentation just under the calf the follow down to the ankle.
- Calf can have an access area on the inside of the leg. The outside of the calf should be closed.

For level two certification (if applicable):

For level three certification (if applicable):

- Calves should be seamless and have a trap door access through the indent in the rear of the lower leg.

- Outside of the lower leg should have a pointed tip at the top and the inside of the lower leg should be rounded off at the top.

Boots
For 501st approval:

- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle area in armor.
- Boots must be lace-less and have flat soles.
- The boots have armor detail to include a natural seam at the toe and a strap that goes over the top of the foot with two protruding disks at each side of the strap.
- This strap shall be white to match the boot.
- There shall be no markings or labels from the shoe makers. The shoe soles should be gray.

For level two certification (if applicable):

For level three certification (if applicable):

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.

DC-15S Blaster
For 501st approval:

Manufactured by BlasTech Industries the DC-15S is smaller in scale than the DC-15A blaster rifle. Although it has a shorter range than that of the "A" model, it is easier to handle with a higher rate of fire. It features a folding stock for braced firing.

- Blaster rifle may be scratch built out of plastic, wood, metal or cast in resin.
- Total length should be approximately 26 ?or 66 cm.
- Hyperfirms are allowed.
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- Folding stock (does not need to function).
- A total of 12 radiator fins shall be present on the barrel.
- Spare igniter shall be present on both sides of barrel.
- Charge magazine shall be present on the right side.

For level three certification (if applicable):

- Charge magazine should be a metal to gun metal gray in color.
- Any bolts and screws should be a metal to gun metal gray in color.
- Parts of the spare igniter shall be copper in color.
- Should have some battle wear.

BlasTech DC-15A
For 501st approval:

Manufactured by BlasTech Industries, the DC-15A is a tibanna gas cartridge powered weapon. This large rifle's powerful blue plasma bolts are more than capable of penetrating armored units. The hyper-ionization of the plasma allows these blasters to also be exceptionally effective against both droids and contemporary targets.

- Blaster rifle may be scratch built out of plastic, wood, metal or cast in resin.
- Total length should be approximately 55 ? or 139.7 cm
- Hyperfirms are allowed.
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- A total of 10 radiator fins shall be present on the barrel.
- A power setting adjuster shall be present.
- The correct style of sniper scope shall be present.
- Charge magazine lock shall be present on the left side.
- Power setting adjuster, sniper scope and charge magazine lock shall be metal to gun metal gray in color.

For level three certification (if applicable):

- Sniper scope should be able to be removed from storage position (bottom of rifle) and be able to be attached to the top of the rifle.
- Parts of the spare igniter shall be copper in color
- Front optical sight should be able to flip to the up position. Any bolts and screws should be a metal to gun metal gray in color.
- Should have some battle wear.

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